EAST SEARCH

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L#	Hits	Search String	Databases
L1	380	triangulation and edge and contract$5	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L2	3	1 and (triangulation same edge same contract$5)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L3	6	1 and homeomorph$8	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L4	1006	edge near2 contract$5	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L5	3	4 and homeomorph$8	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB
L6	1	6108006.PN.	USPAT
L7	102	1 and (345/$.ccls. or 7??/$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB

Results of search set L7:

US 6735630 B1	Method for collecting data using compact internetworked wireless integrated network sensors (WINS)	20040511	709/224
US 6731270 B2	Piezoelectric transducer for data entry device	20040504	345/173
US 6704619 B1	Method and system for universal guidance and control of automated machines	20040309	700/245
US 6690841 B2	Method and apparatus for image registration	20040210	382/294
US 6671625 B1	Method and system for signal detection in arrayed instrumentation based on quantum resonance interferometry	20031230	702/20
US 6650975 B2	Multifunctional mobile appliance	20031118	701/23
US 6642929 B1	Image search method, based on an invariant indexation of the images	20031104	345/581
US 6611738 B2	Multifunctional mobile appliance	20030826	701/23
US 6600981 B2	Multifunctional mobile appliance	20030729	701/23
US 6578017 B1	Method to aid object detection in images by incorporating contextual information	20030610	706/3
US 6571193 B1	Method, apparatus and system for recognizing actions	20030527	702/141
US 6556195 B1	Image processing device and image processing method	20030429	345/419
US 6502017 B2	Multifunctional mobile appliance	20021231	701/23
US 6501537 B1	Range finding	20021231	356/3.14
US 6459951 B1	Direct laser additive fabrication system with image feedback control	20021001	700/166
US 6452596 B1	Methods and apparatus for the efficient compression of non-manifold polygonal meshes	20020917	345/440
US 6445390 B1	Triangle geometry processing for surface modeling and cartesian grid generation	20020903	345/421

US 6424340 B1	Marking device for electronic presentation board	20020723	345/173
US 6415227 B1	Enhanced global positioning system and map navigation process	20020702	701/213
US 6393159 B1	Multiscale characterization and analysis of shapes	20020521	382/259
US 6377865 B1	Methods of generating three-dimensional digital models of objects by wrapping point cloud data points	20020423	700/98
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US 6313837 B1	Modeling at more than one level of resolution	20011106	345/420
US 6310615 B1	Dual mode eraser	20011030	345/173
US 6292180 B1	Mount for ultrasound transducer	20010918	345/177
US 6292177 B1	Marking device for electronic presentation board	20010918	345/173
US 6271856 B1	Creating and modifying parameterizations of surfaces	20010807	345/581
US 6262737 B1	3D mesh compression and coding	20010717	345/419
US 6256038 B1	Parameterized surface fitting technique having independent control of fitting and parameterization	20010703	345/419
US 6232962 B1	Detector assembly for use in a transcription system	20010515	345/177
US 6211863 B1	Method and software for enabling use of transcription system as a mouse	20010403	345/179
US 6208997 B1	Rapid production of optimal-quality reduced-resolution representations of very large databases	20010327	707/104.1
US 6191778 B1	Transcription system kit for forming composite images	20010220	345/173
US 6177927 B1	Transcription system kit	20010123	345/173
US 6147681 A	Detector for use in a transcription system	20001114	345/179
US 6136541 A	Method and apparatus for analyzing hybridized biochip patterns using resonance interactions employing quantum expressor functions	20001024	435/6
US 6130663 A	Touchless input method and apparatus	20001010	345/158
US 6124847 A	Collapsible detector assembly	20000926	345/173
US 6111565 A	Stylus for use with transcription system	20000829	345/179
US 6100877 A	Method for calibrating a transcription system	20000808	345/178
US 5982374 A	Vallian/geometric hexagon opting symbolic Tesseract V/GHOST	19991109	345/419
US 5978804 A	Natural products information system	19991102	707/10
US 5965235 A	Three-dimensional, amorphous-patterned, nesting-resistant sheet materials and method and apparatus for making same	19991012	428/156
US 5963167 A	Analyzing system for global positioning system and general satellite tracking	19991005	342/357.06
US 5943476 A	Method and apparatus for remotely sensing orientation and position of objects	19990824	700/259
US 5910894 A	Sensor based assembly tooling improvements	19990608	700/95
US 5871391 A	Apparatus for determining dimensions	19990216	451/9
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US 5831621 A	Positional space solution to the next best view problem	19981103	345/419
US 5803914 A	Method and apparatus for displaying data in a medical imaging system	19980908	600/407
US 5649061 A	Device and method for estimating a mental decision	19970715	706/16

US 5583795 A	Apparatus for measuring eye gaze and fixation duration, and method therefor	19961210	702/150
US 5487116 A	Vehicle recognition apparatus	19960123	382/104
US 5477459 A	Real time three-dimensional machine locating system	19951219	701/300
US 5414648 A	Nondestructively determining the dimensional changes of an object as a function of temperature	19950509	702/155
US 5315537 A	Automated quadrilateral surface discretization method and apparatus usable to generate mesh in a finite element analysis system	19940524	716/20
US 5057859 A	Camera having high-precision stop function for movable unit	19911015	396/49
US 4974165 A	Real time machining control system including in-process part measuring and inspection	19901127	700/193
US 4907169 A	Adaptive tracking vision and guidance system	19900306	700/259
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US 4555707 A	Television pulsed navigation system	19851126	342/387
US 3796058 A	METHOD AND APPARATUS FOR WORKING WITH OFFSHORE PIPELINES	19740312	405/157
US 3646336 A	CORRELATION UNIT	19720229	708/814
US 20040093326 A1	Taxonomy for mobile e-services	20040513	707/3
US 20040090472 A1	Multidimensional structured data visualization method and apparatus, text visualization method and apparatus, method and apparatus for visualizing and graphically navigating the world wide web, method and apparatus for visualizing hierarchies	20040513	345/853
US 20040064261 A1	Technique for analyzing arrayed signals using quantum expressor functions	20040401	702/19
US 20040012544 A1	Method and apparatus for reducing distortion in images	20040122	345/32
US 20040006478 A1	Voice-interactive marketplace providing promotion and promotion tracking, loyalty reward and redemption, and other features	20040108	704/275
US 20030209893 A1	Occupant sensing system	20031113	280/735
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US 20030200489 A1	Secure method of and system for rewarding customers	20031023	714/703
US 20030200140 A1	Secure method of and system for rewarding customer	20031023	705/14
US 20030177187 A1	Computing grid for massively multi-player online games and other multi-user immersive persistent-state and session-based applications	20030918	709/205
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US 20030149803 A1	System and process for controlling electronic components in a ubiquitous computing environment using multimodal integration	20030807	710/1

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US 20020180760 A1	Method and workstation for generating virtual tooth models from three-dimensional tooth data	20021205	345/630
US 20020158880 A1	Methods, apparatus and computer program products for modeling three-dimensional colored objects	20021031	345/582
US 20020156556 A1	Multifunctional mobile appliance	20021024	701/23
US 20020130859 A1	System and method for modeling graphics objects	20020919	345/420
US 20020130857 A1	Modeling and combining multiple graphics objects	20020919	345/420
US 20020130855 A1	Modeling graphics objects with topological hints	20020919	345/420
US 20020049522 A1	Multifunctional mobile appliance	20020425	701/23
US 20020049521 A1	Multifunctional mobile appliance	20020425	701/23
US 20020049517 A1	Multifunctional mobile appliance	20020425	701/1
US 20020035474 A1	Voice-interactive marketplace providing time and money saving benefits and real-time promotion publishing and feedback	20020321	704/270
US 20020033803 A1	Wireless, relative-motion computer input device	20020321	345/158
US 20020030677 A1	Method and apparatus for generating atomic parts of graphic representation through skeletonization for interactive visualization applications	20020314	345/420
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US 20010037191 A1	Three-dimensional beauty simulation client-server system	20011101	703/6
US 20010019325 A1	Optical coordinate input/detection device with optical-unit positioning error correcting function	20010906	345/157
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Optimal Triangulation and Quadric-Based Surface Simplification - Heckbert, Garland (1999) (Correct) (5 citations)
[10]P. Heckbert and M. Garland, Optimal **Triangulation** and Quadric-Based Surface Simplification, www.cs.cmu.edu/~ph/qtheory.pdf

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polyhedron Y .There is just one minimal **triangulation** of Y ,namely that one in which every vertex trees belong to the same open cube if they are **homeomorphic** in a fashion which preserves labels and **edges** every vertex is either an end (belongs to just one **edge**, called a free **edge**) or a node (belongs to at zeus.math.univ-paris13.fr/~sarah/papers/paper.ps

Triangle-Mesh Simplification using Error Polyhedra - Mark Eastlick And (2001) (Correct)
Unlike many other approaches, we perform **triangulation** in three-dimensions and utilise this extra whose star S(i) is topologically equivalent, or **homeomorphic**, to a disc (fig. 3)A mesh is called on vertex decimation, as opposed to the common **edge**-collapse operation. Our basic simplification www.dcs.shef.ac.uk/~marke/pubs/ErrorPolyhedraEGUK.pdf

How to Make a Triangulation of . . . Polytopal - King (2000) (Correct)
Simon A. King How To Make A **Triangulation** Of S 3 Polytopal Draft Version. September M ,and the task is to recognize whether M is **homeomorphic** to S 3 or not. Starting with T ,the local moves, e.g.stellar subdivisions along **edges** [Al] or bistellar moves [Pa]In general, there www-irma.u-strasbg.fr/irma/publications/2000/00035.ps.gz

A Simple Construction of High Representativity Triangulations - Przytycka, Przytycki (1993) (Correct)
we do not decrease the representativity of the **triangulation**. Let T (n) be a **triangulation** of 6 obtained if neither of the components of 60C is **homeomorphic** to an open disc. A graph is said to be e i f i be respectively the number of vertices, **edges** and faces afte r the i th iteration. By Euler's grserv.med.jhmi.edu/~przytyck/cycles3.ps.Z

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2. **On exclusion regions for optimal triangulations*1,** *Discrete Applied Mathematics, Volume 109, Issues 1-2, 15 April 2001, Pages 49-65*
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2. **Statistics of planar graphs viewed from a vertex: a study via labeled trees,** *Nuclear Physics B, Volume 675, Issue 3, 29 December 2003, Pages 631-660*
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3. **4-Colorable 6-regular toroidal graphs,** *Discrete Mathematics, Volume 273, Issues 1-3, 6 December 2003, Pages 261-274*
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6. **Experimental results on quadrangulations of sets of fixed points,** *Computer Aided Geometric Design, Volume 19, Issue 7, July 2002, Pages 533-552*
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7. **Converting triangulations to quadrangulations**[*1], *Computational Geometry, Volume 9, Issue 4, March 1998, Pages 257-276*
Suneeta Ramaswami, Pedro Ramos and Godfried Toussaint

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8. **The largest real zero of the chromatic polynomial,** *Discrete Mathematics, Volume 172, Issues 1-3, 10 August 1997, Pages 141-153*
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9. **Diagonal Transformations of Graphs and Dehn Twists of Surfaces,** *Journal of Combinatorial Theory, Series B, Volume 70, Issue 2, July 1997, Pages 292-300*
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10. **On multi-level bases for elliptic boundary value problems,** *Journal of Computational and Applied Mathematics, Volume 71, Issue 1, 10 July 1996, Pages 95-113*
Ming-Jun Lai and Paul Wenston
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12. **Square gravity,** *Physics Letters B, Volume 357, Issue 3, 7 September 1995, Pages 287-294*
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and their speed is bounded by the rate at which **triangulation** data can be sent into the machine. To reduce
ams.sunysb.edu/pub/geometry/esa94.ps.gz

No Quadrangulation is Extremely Odd - Bose, Toussaint (1995) (Correct) (11 citations)
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Quadrangulations of Planar Sets - Toussaint (1985) (Correct) (6 citations)
Ramos, P. and G. T. Toussaint, Converting **triangulations** to qua drangulations,manuscript in
automatic mesh genera tion and the Delaunay **triangulation**,International Journal for Numerical
iper algorithm gives significantly nicer **quadrangulations** than the SI algorithm. It would be
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Converting Triangulations to Quadrangulations - Ramaswami, Ramos, Toussaint (1995) (Correct) (6 citations)
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a variety of characterizations for when a **triangulation** (of some structure such as a polygon, set of
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A Local Regularization Operator For Triangular And.. - Bernardi Girault (1995) (Correct) (3 citations)
set with a polygonal boundary #Let T h be a **triangulation** or **quadrangulation** of# and let #h be a
Recall (cf. Ciarlet [5, Chap. II]that a **triangulation** T h of# is a partition of# into nondegenerate
boundary #Let T h be a **triangulation** or **quadrangulation** of# and let #h be a standard associated
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degree d, 4 n is the nth refinement of a given **triangulation** 4 0 by using standard uniform regular
refinement procedure, and 3 n is the **triangulation** obtained from the nth refinement of a given
obtained from the nth refinement of a given **quadrangulation** by using uniform or nonuniform refinement
www.math.uga.edu/~mjlai/papers/paper29.ps

A Disk-Packing Algorithm for an Origami Magic Trick - Bern, Demaine, Eppstein, Hayes (1998) (Correct) (1 citation)
disks on R so that disk centers induce a mixed **triangulation/quadrangulation** respecting the boundary of
packing has previouslybeen used to compute **triangulations** [1] and **quadrangulations** [3] with special
that disk centers induce a mixed **triangulation/quadrangulation** respecting the boundary of polygon P .We
www.ics.uci.edu/~eppstein/pubs/BerDemEpp-Fun-98.ps.gz

Convex Preserving Scattered Data Interpolation Using Bivariate .. - Lai (2000) (Correct) (1 citation)
C 3 (Omega\Gamma .If we refine the underlying **triangulation** sufficiently many times so that j j is
space over the PowellSabin refinement of a **triangulation** of the data points to find a convex
power of splines on triangulated **quadrangulations**, SIAM J. Num. Analysis, 36(1999)143-159.
www.math.uga.edu/~mjlai/app/convex.ps

Experimental Results on Quadrangulations of Sets of.. - Bose, Ramaswami.. (Correct)
to solve this problem by converting "nice" **triangulations** to the desired **quadrangulations** with the aid

matchings computed on the dual graph of the **triangulations**. We report experiments on several versions of
www.scs.carleton.ca/~jit/publications/papers/brtt02.ps

Efficient Algorithms for Petersen's Matching Theorem - Biedl, Bose, Demaine, Lubiw (Correct)
is exactly the collection of duals of planar **triangulations** where the outside face is a triangle. A
for numerical simulations and for converting **triangulations** into **quadrangulations**, as described in
guarding, adaptive mesh refinement, and **quadrangulation**. 1 Introduction In 1891, Petersen [29]
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On The Approximation Power Of Splines On Triangulated.. - Lai, Schumaker (1999) (Correct)
(of smoothness r and degree 3r defined on **triangulations** which are obtained from arbitrary
for constructing them)Let be the **triangulation** obtained by inserting the diagonals of each
Power Of Splines On Triangulated **Quadrangulations** *Ming-Jun Lai Y Larry L. Schumaker Z
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Bivariate Spline Method for Numerical Solution of Steady State .. - Lai, Wenston (1999) (Correct)
1.6 1.8 2 Figure 1. **Quadrangulation** and Derived **triangulation** of L-shaped Domain quadratic finite elements.
the number of the triangles in the underlying **triangulation** while the time for solving a linear system is
smoothness r and degree 3r over triangulated **quadrangulations**. The stream function formulation for the
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On Schwarz's Domain Decomposition Methods for Elliptic.. - Lai, Wenston (1996) (Correct)
as the number of triangles in the underlying **triangulation** is increased, which is indispensable for
method using an appropriate spline space over a **triangulation** \Delta, reduces the PDE problem to a linear
using C 1 cubic spline functions over a **quadrangulation** of the given domain. The computer
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On C^2 Quintic Spline Functions Over Triangulations of.. - Lai (1996) (Correct)
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Type Ming-Jun Lai Abstract. Given a **triangulation** 4 of a polygonal domain, we find a refinement
type may be obtained from a special type of **quadrangulation**. For an arbitrary **quadrangulation** Lai and
www.math.uga.edu/~mjlai/papers/paper28.ps

Bivariate Spline Method for Navier-Stokes Equations: Domain.. - Lai, Wenston (Correct)
convex quadrilaterals and be the special **triangulation** obtained from by adding the two diagonals of
of an L-shape domain and the derived **triangulation**. Let S 1 3 (fs 2 C 1 Omega\Gamma
space to solve these equations. Let be a **quadrangulation** of\Omega which consists of non-degenerate
www.math.uga.edu/~mjlai/papers/lai.ps

Bivariate Spline Spaces on FVS-triangulations - Lai (Correct)
Bivariate Spline Spaces on FVS-**triangulations** Ming-Jun Lai Abstract. FVS-**triangulation** is a
FVS-**triangulations** Ming-Jun Lai Abstract. FVS-**triangulation** is a special but very flexible
over such **triangulations**. x1 Introduction A **quadrangulation** is a union of convex quadrilaterals
www.math.uga.edu/~mjlai/papers/paper31.ps

Acyclic List 7-Coloring Of Planar Graphs - Borodin, Fon-Der Flaass, Kostochka (2001) (Correct)
is based on a structural property of the plane **triangulations** (loops and multiple edges are allowed)which
by itself. The weight, w(f)of a face f in a **triangulation** is the degree sum of its boundary vertices.
them as new vertices. The result is a **quadrangulation** with all faces of the type (3 4 4 4)By
dept-info.labri.u-bordeaux.fr/~sopena/Papiers/Comprimes/bfkrs01b.ps.gz

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1 O(nlog log n)-work parallel algorithms for straight-line grid embeddings of planar graphs
Martin Fürer, Xin He, Ming-Yang Kao, Balaji Raghavachari
June 1992 **Proceedings of the fourth annual ACM symposium on Parallel algorithms and architectures**
Full text available: pdf(1.02 MB) Additional Information: full citation, references, citings, index terms

2 Efficient algorithms for Petersen's matching theorem
Therese C. Biedl, Prosenjit Bose, Erik D. Demaine, Anna Lubiw
January 1999 **Proceedings of the tenth annual ACM-SIAM symposium on Discrete algorithms**
Full text available: pdf(1.24 MB) Additional Information: full citation, references, citings, index terms

3 A near-optimal heuristic for minimum weight triangulation of convex polygons
Christos Levcopoulos, Drago Krznaric
January 1997 **Proceedings of the eighth annual ACM-SIAM symposium on Discrete algorithms**
Full text available: pdf(1.24 MB) Additional Information: full citation, references, index terms

4 Topology: Morse-smale complexes for piecewise linear 3-manifolds
Herbert Edelsbrunner, John Harer, Vijay Natarajan, Valerio Pascucci
June 2003 **Proceedings of the nineteenth conference on Computational geometry**
Full text available: pdf(363.74 KB) Additional Information: full citation, abstract, references, index terms

We define the Morse-Smale complex of a Morse function over a 3-manifold as the overlay of the descending and ascending manifolds of all critical points. In the generic case, its 3-dimensional cells are shaped like crystals and are separated by quadrangular faces. In this paper, we give a combinatorial algorithm for constructing such complexes for piecewise linear data.

Keywords: Morse theory, combinatorial algorithms, computational geometry and topology, densities, triangulations

5 Hierarchical morse complexes for piecewise linear 2-manifolds

Herbert Edelsbrunner, John Harer, Afra Zomorodian

June 2001 **Proceedings of the seventeenth annual symposium on Computational geometry**

Full text available: pdf(579.05 KB) Additional Information: full citation, abstract, references, citings, index terms

We present algorithms for constructing a hierarchy of increasingly coa rse Morse complexes that decompose a piecewise linear 2-manifold. While Morse complexes are defined only in the smooth category, we extend the construction to the piecewise linear category by ensuring structural integrity and simulating differentiability. We then simplify Morse complexes by cancelling pairs of critical points in order of increasing persistence.

Keywords: algorithms, hierarchy, implementation, terrains

6 Construction of contour trees in 3D in O(n log n) steps

Sergey P. Tarasov, Michael N. Vyalyi

June 1998 **Proceedings of the fourteenth annual symposium on Computational geometry**

Full text available: pdf(1.16 MB) Additional Information: full citation, references, citings, index terms

7 Primitives for the manipulation of general subdivisions and the computation of Voronoi

Leonidas Guibas, Jorge Stolfi

April 1985 **ACM Transactions on Graphics (TOG)**, Volume 4 Issue 2

Full text available: pdf(3.55 MB) Additional Information: full citation, abstract, references, citings, index terms

The following problem is discussed: given n points in the plane (the sites) and an arbitrary query point q, find the site that is closest to q. This problem can be solved by constructing the Voronoi diagram of the griven sites and then locating the query point inone of its regions. Two algorithms are given, one that constructs the Voronoi diagram in O(n log n) time, and another that inserts ...

Keywords: Euler operators, Voronoi and Delaunay diagrams, closest point, computational topology, convex hull, geometric primitives, nearest neighbours, planar graphs, point location, representation of polynedra, trianglations

8 Planar graph decomposition and all pairs shortest paths

Greg N. Frederickson

January 1991 **Journal of the ACM (JACM)**, Volume 38 Issue 1

Full text available: pdf(3.26 MB) Additional Information: full citation, abstract, references, citings, index terms, review

An algorithm is presented for generating a succinct encoding of all pairs shortest path information in a directed planar graph G with real-valued edge costs but no negative cycles. The algorithm runs in O(pn) time, where n is the number of vertices in G, and p is the minimum cardinality of a subset of the faces that cover

all vertices, taken over all planar embeddings of G. ...

Keywords: NP-completeness, all pairs shortest paths, approximation algorithm, compact routing table, graph embedding, outerplanar graph, planar graph, succinct encoding

9 Determining contractibility of curves

Haijo Schipper

July 1992 **Proceedings of the eighth annual symposium on Computational geometry**

Full text available: pdf(775.34 KB) Additional Information: full citation, references, citings, index terms

10 Dynamic skin triangulation

Ho-Lun Cheng, Tamal K. Dey, Herbert Edelsbrunner, John Sullivan

January 2001 **Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms**

Full text available: pdf(833.53 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes an algorithm for maintaining an approximating triangulation of a deforming surface in R^3. The triangulation adapts dynamically to changing shape, curvature, and topology of the surface.

Keywords: adaptive meshing, algorithms, computational geometry, deformation, differential geometry, metamorphoses, proofs

11 Triangulating three-colored graphs

Sampath K. Kannan, Tandy J. Warnow

March 1991 **Proceedings of the second annual ACM-SIAM symposium on Discrete algorithms**

Full text available: pdf(720.43 KB) Additional Information: full citation, references, citings, index terms

12 A new technique to compute polygonal schema for 2-manifolds with application to null-homotopy detection

Tamal K. Dey

June 1994 **Proceedings of the tenth annual symposium on Computational geometry**

Full text available: pdf(782.31 KB) Additional Information: full citation, abstract, references, index terms

We provide a new technique for deriving optimal sized polygonal schema for triangulated compact 2-manifolds without boundary in O(n) time, where n is the size of the given triangulation T. We first derive a polygonal schema P embedded in T using Seifert-Van Kampen's theorem. A reduced polygonal schema Q of optimal size is computed from P, where a surjective mapping from the ...

13 Planar separators and parallel polygon triangulation (preliminary version)

Michael T. Goodrich

July 1992 **Proceedings of the twenty-fourth annual ACM symposium on Theory of computing**

Full text available: pdf(999.01 KB) Additional Information: full citation, references, citings, index terms

14 QMESH: an interactive visualization tool for quadrilateral mesh-generation

Michael Orr

January 2001 **The Journal of Computing in Small Colleges**, Volume 16 Issue 2

Full text available: pdf(181.90 KB) Additional Information: full citation, abstract, references, index terms

QMesh, my undergraduate research project, involves the design, implementation, and experimental evaluation of algorithmic techniques for quadrilateral mesh-generation. A large percentage of this project is the study of techniques for converting triangulations to quadrangulations. This paper is geared towards the understanding of implementation issues that are involved in computing the triangulation of a simple polygon and its dual tree, which are necessary procedures for computing a quadrangu ...

15 Face fixer: compressing polygon meshes with properties

Martin Isenburg, Jack Snoeyink

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.00 MB) Additional Information: full citation, abstract, references, citings, index terms

Most schemes to compress the topology of a surface mesh have been developed for the lowest common denominator: triangulated meshes. We propose a scheme that handles the topology of arbitrary polygon meshes. It encodes meshes directly in their polygonal representation and extends to capture face groupings in a natural way. Avoiding the triangulation step we reduce the storage costs for typical polygon models that have group structures and property data.

Keywords: connectivity encoding, mesh compression

16 Quasi-greedy triangulations approximating the minimum weight triangulation

Christos Levcopoulos, Drago Krznaric

January 1996 **Proceedings of the seventh annual ACM-SIAM symposium on Discrete algorithms**

Full text available: pdf(1.17 MB) Additional Information: full citation, references, citings, index terms

17 On good triangulations in three dimensions

Tamal K. Dey, Chanderjit L. Bajaj, Kokicki Sugihara

May 1991 **Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications**

Full text available: pdf(859.99 KB) Additional Information: full citation, references, citings, index terms

18 Numerical stability of algorithms for 2D Delaunay triangulations

Steven Fortune

July 1992 **Proceedings of the eighth annual symposium on Computational geometry**

Full text available: pdf(910.51 KB) Additional Information: full citation, abstract, references, citings, index terms

We show that two Delaunay triangulation algorithms, a diagonal-flipping algorithm and an incremental algorithm, can be implemented in approxiamte arithmetic. The two algorithms have worst-case running time O(n2) on a set of n sites. The correctness assertion is that the algorithms produce a triangulation of the set of sites so that each triangle has an "almost empty" circumcircle, i.e., a circumscribing pseu ...

19 Triangulation and CSG representation of polyhedra with arbitrary genus

Tamal K. Dey

June 1991 **Proceedings of the seventh annual symposium on Computational geometry**

Full text available: pdf(852.72 KB) Additional Information: full citation, references, citings, index terms

20 Triangulation: A multi-resolution topological representation for non-manifold meshes

Leila De Floriani, Paola Magillo, Enrico Puppo, Davide Sobrero

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Full text available: pdf(299.21 KB) Additional Information: full citation, abstract, references, citings, index terms

We address the problem of representing and processing non-regular, non-manifold two-dimensional simplicial meshes, that we call triangle-segment meshes, at different levels of detail. Such meshes are used to describe spatial objects consisting of parts of mixed dimensions, and with a non-manifold topology. First, we describe a multi-resolution model for non-regular, non-manifold meshes, that we call a Non-manifold Multi-Tessellation (NMT). We consider the selective refinement query, which is at ...

Keywords: data structures, multiresolution, non-manifold modeling

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